

Issue Six / February 2002

# Gamefreaks

PLAYSTATION 2

PC

PS ONE

XBOX

DREAMCAST

GAME BOY ADVANCE

GAMECUBE



## Wipeout Fusion

### INSIDE:

WIPEOUT FUSION • MEDAL OF HONOR: ALLIED ASSAULT  
ACE COMBAT 4 • DISTANT THUNDER • C&C RENEGADE  
MAX PAYNE (PS2) • V8 CHALLENGE • MONSTERS INC.  
COMANCHE 4 • ACTION PACK





# entertainment

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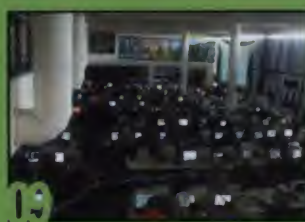


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INSTORE EARLY FEBRUARY

PC  
CD





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## thank you

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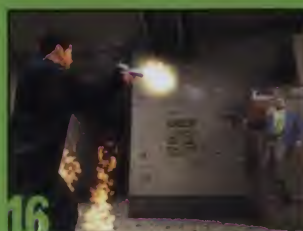
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## regulars

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## editorial

Whatever you're doing this month, chances are you are getting back into routines that seemed so impossible throughout January. After a much-needed break, the Gamefreaks team has reassembled, refreshed and at least semi-eager to get on with it.

2002 is going to be huge for us and it's clear that an intriguing year lies ahead for anyone interested in gaming. The next six months promise to be busy, with both Microsoft and Nintendo releasing next-generation consoles. Whether they can knock Sony's PS2 from its perch remains to be seen, but we will be there every step of the way, bringing our readers all the best games on all the platforms.

This month we got our hands on a GameCube for the first time. It's small, it's cute and, after only a few weeks, looks right at home next to the PS2, PC, Dreamcast, PSone and various other machines we have laying around. Look out for more GameCube news and reviews in future issues.

We have news from around the world of gaming. Gamernet, A3 - the recently held LAN tournament in Auckland - and an interview with local Sony boss Steve Dykes. And we have a great bunch of games in this, our first issue for the year. Wipeout Fusion has been a long time coming but now the series is on the PS2, we take a look and see how the game has evolved. Ace Combat 4, Max Payne and Monsters Inc (all PS2) are all reviewed. We have a few PC games in this month's issue as well - not least of all Medal of Honor: Allied Assault. This new WWII shooter from EA has everyone's trigger finger itching. And as usual, we have games and prizes to give away so keep those entries coming in and check out page 18 to see what you can win. A reminder to keep sending in your ideas, feedback, abuse... whatever. We can take it and we need to know what you want to see more of, less of, etc.





Here's the new GameCube plonked neatly on top of our Sky Digital decoder - sweet isn't it?

(below) Pikmin, Luigi's Mansion and Star Wars: Rogue Leader will all be available close to the May 17 launch date



## GAMEFREAKS FIRST "HANDS ON" WITH THE CUBE

GameCube is released in New Zealand May 17. We couldn't wait that long

**I**t's always cool to get your hands on a new console so we were pleased when we got invited out to test drive the new GameCube last month. There are only a handful of these in the country so we were even more thrilled when they let us take one home for a few weeks.

The Cube we received was an American machine. Purple in colour and about the size of a Happy Meal box. We did see a very cool-looking orange cube but don't bother searching for these after the launch because Nintendo, at least for now, is only bringing in the purple and black models.

The GameCube could charm the pants off even the most rigid critic. It's thoroughly adorable - like a cute lil' puppy that you just want to take home and love. Bright purple, with the black strap handle on the back, the GameCube resembles a lunchbox with a top-loading CD player.

On closer inspection you quickly realise that the Cube is a sophisticated piece of gaming hardware. With its generous four controller ports and its manageable size, the lightweight Cube is set up for multi-player gameplay.

Six titles were available - Luigi's Mansion, Pikmin, Super Smash Bros, Wave Race: Blue Storm, SSX Tricky

and Star Wars: Rogue Leader.

Luigi's Mansion features the less famous of the brothers as he travels to a recently inherited manor in search of Mario. With ghosts and ghouls everywhere and nothing more than a vacuum cleaner to fight them, the scene is set for some hilarious gameplay. Super Smash Bros is a fighting game full of familiar faces from the Mario universe, including Princess Peach, Donkey Kong and that little fellow with a mushroom for a head. Star Wars: Rogue Leader continues Nintendo's strong ties with George Lucas' classic trilogy, and is arguably the best Star Wars title created. Pikmin is as insane looking as anything you will ever see but yet the addictive, if a little twisted, gameplay is pure Nintendo. Wave Race: Blue Storm was impressive and there seems to be some life in the old series yet - waveriding and hurtling over jumps is better done with four controllers and three friends.

The latest information we have from Monaco (local distributors for Nintendo) is that the GameCube will be released here on May 17. Luigi's Mansion, Wave Racer, Pikmin, Smash Bros and Rogue Leader should all be available within the first month. No price has yet been officially announced but we'll keep you posted.



## FIRST SHOTS FIRED IN CONSOLE WAR

Consoles, consoles and more consoles...

**M**any a sleepless night will be spent trying to figure out which next-gen console you should buy once the big three are all in Kiwi stores. In the US market, Microsoft's Xbox (\$US299) and Nintendo's GameCube (\$US199) have shared shelf space with Sony's PlayStation 2 (US\$299) since November.

The early numbers were pretty high - as of November 24 (two weeks after launch) GameCube had sold as many as 469,000 units while the Xbox had sold 556,000.

You could chalk up the record sales to the novelty of these consoles but it's interesting to note that during the same time frame, Sony's older PlayStation 2 enjoyed an 83% jump in sales. Sony announced that during the launches of the GameCube and the Xbox, PlayStation 2 sales topped the 600,000 mark. The most recent figures we received indicate that Microsoft's Xbox has sold 1.6 million units in the US alone while Nintendo has sold 1.4 million GameCubes in Japan and the US. Sony sold 5 million consoles worldwide through that hectic November and December period.

During the same period, software sales for have been on the up and up. Microsoft had a 2.4 tie-in ratio (games per console sold). Given more time and more titles, the GameCube and the Xbox sales will undoubtedly rise. Despite all the sales figures, software tie-in ratios and press releases, at the end of the day, one still cannot say that any console is equivocally better than the others.



## KIWIS GO GAME CONSOLE CRAZY

PS2 and PSone enjoy busy Xmas period

**I**n the months leading up to Christmas, New Zealand gamers (okay, their mums and dads too) bought 16,000 PS2 consoles and 14,000 of the less powerful PlayStations. In the week before Christmas alone, 5000 PS2s were sold. Record figures, so one would assume the retailers would be jumping for joy. However, retailers have made only a small profit through the sales of these consoles.

Stores have had to cut back on profits from the game consoles to be able to compete with other retailers, so they rely on the profit from the games and peripherals.

Dick Smith dropped the price of the PS2 from \$678 to \$648 to \$595 during the Christmas period to be able to compete with Electronics Boutique. They were selling the units for \$599 a pop.

Retailers have been more than willing to drop their prices because they will be able to recoup profit through peripherals like controllers, memory cards and DVD remotes. The strategy is to get the consoles into the homes of the consumer then build up profits on the sales of the peripherals and the games.

In the US, Microsoft's Xbox sells for \$S299, same as the PS2, but they are selling their units at a discounted \$US263 in Japan. At these prices you can be sure that Microsoft is willing to take the loss in order to get the units sold. Thus they are able to build a loyal consumer base, which paves the way for high-margin peripherals and games. It is rumoured that Sony is planning another price drop.

IN STORES  
**MAY 17**



NINTENDO  
**GAMECUBE™**



## GAMEFREAKS SPEAKS WITH SONY BOSS

Dropship, rival consoles, PS2 sales, upcoming titles... Thunderbirds?

With console sales on the rise, a heap of excellent new games on the shelves and numerous promising titles just on the horizon, Gamefreaks went to speak with local Sony boss Steve Dykes.

**Gamefreaks:** So tell us a bit about Dropship - it's been in development forever, hasn't it?

**Steve Dykes:** Not as long as some - but worth the wait. Our internal studios have taken the time to get this one absolutely right as it is quite a challenging game in concept. Huge environments and a combination of air and ground based gameplay. Sort of a "Blackhawk Down" for PS2.

**GF:** The craft in Dropship reminded us of Thunderbird 2 (that's the big green one) - do you prefer Thunderbirds or Stingray?

**SD:** Definitely Thunderbirds. Big heads, big planes and big explosions - fabulous. Really liked the mole machine that Thunderbird 2 would drop occasionally. And what a family - you never saw those Tracy boys fighting over who got the bottom bunk. Though I never could quite work out why Alan was holding back with Tintin - she was clearly up for it. Come to think of it, Stingray's Troy Tempest was a bit slow out of the blocks with Aqua Marina as well. Too busy polishing his periscope, I guess.



**GF:** Dropship, Jak & Daxter, Ace Combat 4, Wipeout Fusion - so many strong titles lately. What else does Sony have coming up in 2002?

**SD:** This year you will see content for PS2 evolve beyond the current experience. Not only will SCE release updates of established franchises with titles such as Tekken 4, WRC 2002, Formula 1 2002, This Is Soccer 2003 and Ape Escape 2 but also brand new concepts with titles such as Rez, Space Channel 5 and Frequency. Most exciting are a range of totally new big-budget blockbusters including The Getaway and Primal - both of which will push the boundaries of computer entertainment.

**GF:** We understand that you've sold a lot of consoles (both PS2 and PSone) over the Christmas period - you happy with the way things are going?

**SD:** Both formats sold very strongly at Christmas and we were particularly happy with the performance of PSone. PSone tends to be a bit more seasonal and is most popular around Christmas and school holidays - but over all is ticking over nicely. And of course PS2 goes from strength to strength. November and December saw a huge uplift of new owners which is probably testament to the huge range of great games that are now available.

**GF:** Twisted Metal Black was delayed and parts were removed from the game. Is Sony now obliged to produce games that are less controversial? Are there stricter guidelines following the September 11 tragedy in New York?

**SD:** The publishers of Twisted Metal Black decided to modify some content in response to world events. Naturally any publisher or format holder must be sensitive to such issues and it tends to be a voluntary, commonsense sort of approach that is used.

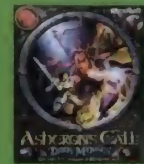
**GF:** Nintendo and Microsoft are releasing consoles here this year. I saw a guy on CNN describe the current next-generation console market as a "four-lap race with Sony currently a lap ahead." Care to comment?

**SD:** That is quite a good way of putting it. PS2 is clearly way ahead in terms of brand awareness, market penetration and the number of titles published. This makes it hard for a new format to get a foothold. Still, if others are committed and have a good product offering, then that can only be good for the consumer.

**T**he F1 season is just a month away now and in the world of simulated racing, the Formula Sim Racing e-mails and web sites are running hot the world over while preparations take place literally around the clock. Our very own Kiwi Racing Team's designers have been putting the finishing touches on the new season's car while the lead and test drivers do countless laps to capture the ultimate set up for the Melbourne circuit. The two cars were designed using a BAR model from F1 2001 (the EA game which the championship uses), on top of which the team's designers place their own liveries including colour scheme and logos from the team's sponsors. Engine power and set ups are regulated and Formula Sim Racing administration spend hours checking files in order to govern this as well as cheating on the track. Check it out our very own Kiwi car on [www.kiwiracing.co.nz](http://www.kiwiracing.co.nz) complete with Gamefreaks logo.



Nintendo has announced that it's thinking of producing GameCube units in China in hopes of reducing operation costs. According to the company, current costs of production and distribution of GameCube console are too high, hence the search for less expensive labour in China.



Microsoft has announced the release of Asheron's Call: Dark Majesty. This add on comes complete with a full version of the game, along with all-new features requested by the users themselves. New models and textures improve the overall look of the game while new features like housing and storage will keep the regular users happy.



Sadly the February deadline has been pushed back but Otissoft have assured us that Metal Gear Solid 2: Sons of Liberty will be released soon. All things going to according to plan, MGS2 will be on the cover of next month's Gamefreaks so watch out for our review in March.



Microsoft has added more freebies to their animal management sim Zoo Tycoon: New Zealand. Consumer marketing manager Wilf Robinson says the Zoo Tycoon bonus items add huge value to the game. "Microsoft has made a big commitment to Zoo Tycoon and of course the game is very, very popular both here in New Zealand and internationally. These extensions add very real value to what is already one of our best value games." Included are 6 new animals, two new resort scenarios, new video content and 6 additional animal voices.

Check out all the new downloads here: [www.microsoft.com/games/zootycoon/](http://www.microsoft.com/games/zootycoon/)



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# DUNGEON SIEGE

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[microsoft.com/games/dungeonsiege](http://microsoft.com/games/dungeonsiege)



# ***YOU DON'T PLAY YOU VOLUNTEER***



*"You are about to Embark upon the Great Crusade." - General Dwight D. Eisenhower.*  
*Your commander's words hang like a promise of victory over the roar of Nazi mortar rounds pounding the ocean around your Higgins boat. Normandy is just a thin slice of colour in the gun slot. Then with a crash, the ramp falls away into the hell that is Omaha Beach. Swallowed by surf, sand, heat, fear and fallen comrades, you abandon your sense of reality and fight for your life. Step into LT. Mike Powell's boots and sign on for six campaigns and 16 missions stretching from Africa to Norway. But while you search for the courage, remember, the battle rages on. You Don't Play. You Volunteer.*

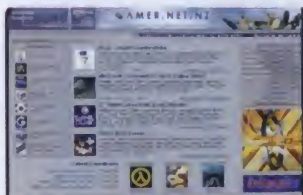


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**INSTORE EARLY FEBRUARY**

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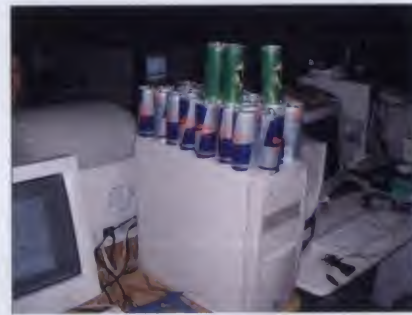
A3 was New Zealand's largest gaming event to date. 500 enthusiasts transported their computer systems to the Albany North Harbour Stadium this month for three days of non-stop multiplayer action on a Cisco network. 32 teams competed in a Counter-Strike double elimination tournament organised by gamer.net.nz - who are an online professional gaming network dedicated to providing up-to-date local and international coverage of E-Sports, Technology, and other related developments in the console and pc gaming scenes.



Just a small slice to give you an idea of the overall size of the event. Over 500 players, each with their own PC, all linked together through a screaming fast Cisco network. Sony provided the projectors and DVD viewing equipment for A3 so that the gamers were subjected to the highest quality imagery on the huge presentation screens.



Cisco provided the switches and backbone for the entire network so that A3 had the highest quality connectivity available. The Cisco routers kept everything running smoothly. These babies could handle anything from dozens of players all fragging each other, to hundreds of Gigabytes being transferred from one PC to another - all at once!



Staying awake naturally proved a difficult task to pull off, so this above gamer chose to fight the sleep demon with many weapons - all being energy drinks of course. A3 was sponsored by Red Bull who provided free cans to keep everyone going. I'm sure I read somewhere that orange juice was a far more effective weapon?



500 computers and monitors combined with a comprehensive array of other hi-tech gadgets sure taxed the electricity supplies. This added up to one power bill you never want to pay!



The setup and testing of the A3 network sure was thorough. The picture above shows the overhead fibre optic cables connecting the network. These were elevated to stop accidental network failures. You'll notice the bright lights and absence of people and computers - this was the calm before the storm!



32 teams battled it out through a tough double elimination Counter-Strike tournament. But in the end there could be only one. Team Reality struggled through the lower bracket to defeat ULTRA in the finals crowning Reality as New Zealand's reigning Counter-Strike champions taking home thousands of dollars worth of Microsoft prizes!+



## WIPEOUT FUSION

Experience the sheer speed of anti-gravitational racing



Platform: PlayStation 2

Publisher: SCEI

Developer: Psygnosis

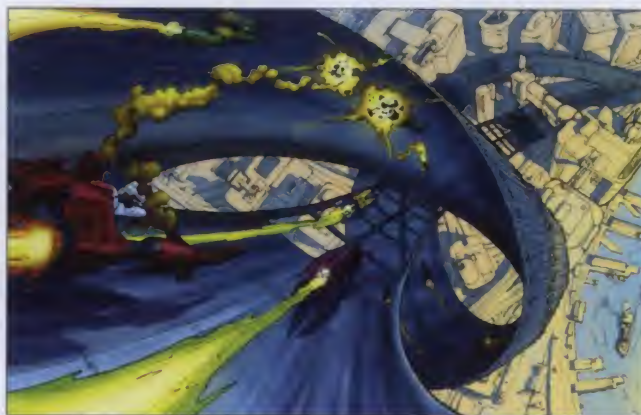
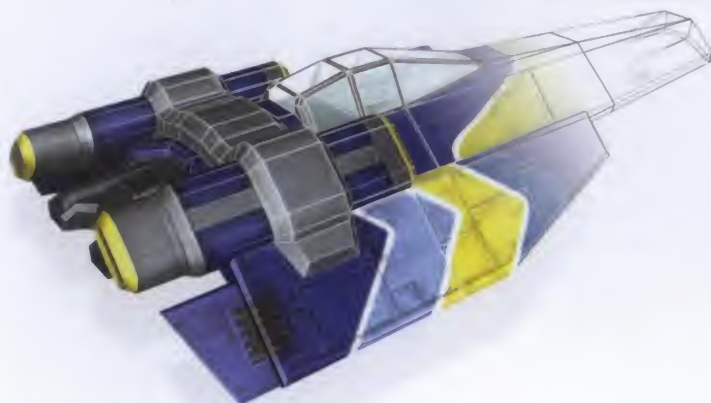
Price: \$119.95

Release: Out now

**A**ll true PlayStation gamers will have at least one copy of the famous Wipeout series somewhere in their collection. It's hard to believe the original Wipeout first graced our TV screens six years ago. After a long wait, Wipeout Fusion has finally arrived. Studio Liverpool has justified this hiatus with some superb new technology being implemented into this title.

Wipeout Fusion is all about extreme speeds and extreme courses. Racing is performed in anti-gravitational pods. These pods are capable of carrying various weapons, shields and turbo pads that can be used to assist in winning races.

Wipeout Fusion has many modes to choose from. AQ League is where you participate in a number of races in different leagues where you are awarded points for results. Credits are awarded so you may upgrade your craft later on.



The concept art for Wipeout Fusion looks like something straight out of 2000 AD. Every last detail down to pilot uniforms and team branding have been carefully designed and brought to life

Challenge mode presents itself with a variety of events which need to be unlocked. Unlocking more challenges will unlock other features in the game. Challenges include elimination, survival, time trials and catch up races. Arcade mode is where most people will start to get the hang of anti-gravitational racing.

Zone mode is where you must race as many laps as you can and try to make it to Zone 30 to be awarded the gold medal. Zones are changed every 9 seconds. Speeds are increased significantly the longer you race in the zones. Another feature that also needs to be unlocked is Time Trial. This provides the opportunity to beat some fast lap times.

The game graphics look superb. The rich textures and craft models blend in well with the light speed frame rates. There is plenty of scenery to ponder at but you will be more interested in what is in front of you than what is hovering in the horizon. The tracks provide a real variety with very big jumps, loop to loops, corkscrews and the ability to race over water and sand. Wipeout Fusion has an extensive damage model

where you actually see your pod breaking apart.

The controls are very much stock-standard Wipeout style. X is acceleration with the left analogue stick controlling direction. L2 and R2 are vital air-brake buttons for those sharp corners. It is a pity not to see analogue acceleration which is very common in today's racing sims.

Don't think Wipeout Fusion is just about racing - it is also all about damaging opponents' racers with all sorts of weapons. These weapons range from orbital lasers to biological projectiles. The Quake would be a definite favourite as it creates a shockwave on the track, disturbing all the racers. If an opponent uses the Quake, you can feel it coming towards you with the dual shock rumbling which increases as it becomes closer to your craft.

The soundtrack to Wipeout Fusion is very UK house and trance, including such artists as Sound of London, Elite Force, Plump DJs and much more. You can even create your own playlist for when you are racing. If you are lucky enough to have a Dolby Digital Receiver you can take pleasure in the digital sur-





round sound. You can actually hear pod racers coming up from your behind in the rear speakers and feel the thumping of the missiles with the subwoofer.

Wipeout Fusion will provide a sensational ride with a plentiful of features to unlock. If you are up to the challenge and ready to experience some sensational speeds, you have to undergo Wipeout Fusion.



Wipeout Fusion makes great use of the PS2's Emotion Engine hardware to redefine the meaning of speed against a backdrop of graphical grandeur. Incorporating sophisticated dynamic lighting, interactive scenery in diverse locations and myriad particle effects, Wipeout Fusion creates a futuristic and atmospheric environment in which to race. And with a cool soundtrack to boot!

## piranha: switkiller 4.2





## MEDAL OF HONOR: ALLIED ASSAULT

Better than Saving Private Ryan, no Tom Hanks



Platform: PC

Publisher: EA Games

Developer: EA Games

Price: \$99.95

Release: Out now



**I**t's been a terrific few months for PC-owning Nazi-hunters. Allied Assault comes hot on the heels of the popular Return to Castle Wolfenstein - both games were created using the Quake 3 engine - but as it happens, there are few similarities between them.

Medal of Honor: Allied Assault is the latest in EA's WWII shooter series and the first to make an appearance on the PC. The earlier games on the PlayStation oozed atmosphere. Simple sound effects like muffled bursts of sporadic gunfire or the distant bark of a German guard dog sent chills down the spine.

In this latest version, you assume the role of Lieutenant Mike Powell, an experienced soldier with a variety of skills in combat and espionage. (Don't expect too much in the way of

This game brings new meaning to the term "...let's hit the beach." With cleverly designed single player missions, the likes of which we have not seen before, Medal of Honor: Allied Assault has melted the hearts of even the hardest PC fan

character development in this game. The focus is squarely on the job at hand, rather than who is doing it.)

After some basic training, there are 20 missions to complete. They're spread over six major campaigns. Allied Assault was clearly inspired by the film Saving Private Ryan, so players will recognise many of the locations from Spielberg's award-winning war drama, including a recreation of the harrowing beach invasion.

As each mission unfolds, you'll travel to key WWII settings such as North Africa, France and deep into the heart of Nazi Germany. Some of the mission objectives are based on actual military operations carried out during the war.

The customary mouse/keyboard control is straightforward, offering few surprises for players of all skill levels. Some effort has gone into making the movement as authentic as possible. This is reflected in the fairly slow running speed. Rather than the trotting along with your head bobbing up and down, there is a more authentic grasp on human body movement. The myriad of weapons are based on the real equipment used in the war.

With its cinematic atmosphere and high level of authenticity, Medal of Honor: Allied Assault will quickly become a classic.





## ACE COMBAT 4: DISTANT THUNDER

The Ace Combat series soars onto the PS2



Missions, weapons and planes galore - How good are these screenshots? Ace Combat 4 is about as close to Top Gun as it gets so never leave your wingman and watch out for boogies on your 6



Platform: PlayStation 2

Publisher: SCEI

Developer: Namco

Price: \$119.95

Release: Out now

**N**amco's Ace Combat series was one of the PlayStation's better franchises. That success was due mainly to the fact that the games bend the rules of gravity and reality, making them better suited for Namco's traditional arcade style of gameplay. Ace Combat 4 is the first of the series to make the leap to PS2 and the results have been pleasing.

We have had our hands on the preview version of the game for quite some time now so we've had plenty of time to see how it performs. As you might expect, the visuals have improved markedly but that familiar handling and control system remains very much intact. Ace Combat has never pretended to be a flight sim

so don't expect that to change now. The focus is on action, speed, manageable control and above all, fun.

As we saw in the previous games in the series, most of the missions consist of a lot of dog fighting, some low-level bombing and the odd bit of reconnaissance.

The aircraft models in the game are highly detailed, with high-res textures and metallic reflections. Also, the game's rendered backgrounds offer up photo-realistic quality with flawless jet trails, super-fast frame rates and impressive explosions that look like something straight out of a Hollywood film.

The story is somewhat bizarre. It takes place on a con-

tinental known as Eugea. Most of it has been destroyed by a giant meteor and countless lives have been lost. The former super-powers have become unstable and have broken up into smaller factions. Oddly, your character doesn't have much to do with any of this - he joins the fight to avenge his parents and fight for control of a crater island off the coast of Eugea. This island is home to a vital port that has remained operational having survived the carnage.

Ace Combat 4 soars to heights never seen in a game of this type and for all armchair Top Guns out there, this game is indispensable.



## COMMAND & CONQUER: RENEGADE

Take a sneak peak at EA's upcoming C&C shooter

**A**s real time strategy fans the world over sit foaming at the mouth waiting for the release of C&C Renegade, Westwood Studios sit polishing every small rough edge off the game preparing for the release date.

The Las Vegas studio have moved RTS ahead in leaps and bounds over the years but with this title, they have concentrated on giving users a more "hands-on" battleground experience. Towards the end of the production, the producers decided to incorporate mission zero, where the player is dropped off in the middle of a vicious raging battle between the GDI (Global Defense Initiative) and NOD (the bad guys). This was created to give the player a gripping experience right from the word go and simulate the pace and violence of battle. You are part of a huge force and play your part in campaigns. Tasks that you perform will always have a bearing on success and will either hinder or assist the operation. For example, the killing of a key officer will halt all reinforcements as he can no longer call for them and taking out a defense installation will lead to a drop of vehicles or something of the sort. Your input is important to the overall result but you won't always be the hero of the operation.



Platform: PC

Publisher: EA Games

Developer: Westwood Studios

Price: \$99.95

Released: 26 Feb



In C&C Renegade, you can forget about moving your troops around the map and launching attacks from the safety of your desk - the real action is down in the trenches with the grunts

## COMANCHE 4

Bringing death from above to a formerly peaceful village near you

**T**his game allows you to take control of a RAH66 Comanche, a light attack and reconnaissance helicopter. It's a small and very manoeuvrable craft but it also features awesome firepower - this comes in handy when it's necessary to introduce less fortunate cultures to the American way of life.

There is a nice learning curve in the game. The first mission has you hovering nonchalantly, blasting Filipino pirates out of the water. This is like shooting fish in a barrel but the later missions are much more complex and unless you want to end up like Stevie Ray Vaughan, use caution.

Traditionally difficult even for sim fans, this is one helicopter game that is fairly simple to pick up. Even without the expensive flight sticks, you will find controlling your chopper as easy with a mouse and key-



Platform: PC

Publisher: EA Games

Developer: Novalogic

Price: \$99.95

Released: Out now



Hehehe! Look at 'em run. Comanche 4 walks that fine line between sim game and arcade fun but whichever you prefer, there is never a shortage of targets that need to be pacified

board as most first-person shooters. When targeting enemies, players have two options - simply lock onto the nearest target or scroll through various targets to choose which poses the largest threat. Remember to choose targets carefully and conserve ammo. It's always reassuring to have a few Hellfire missiles in reserve for the trip back to base.

Comanche 4 combines the realism of flight battle sims with the gung ho action of a shooting title, although there are stealthy elements to the gameplay. We suspect Comanche 4 does not hold quite enough authentic features to appeal to the hardcore sim-heads, however it will strike a cord with anyone who enjoys action or war titles.



## V8 CHALLENGE

Aussie Super Saloons burn up the track

**A**fter daily phone calls to EA regarding the arrival of this new driving game, we finally struck gold - it had arrived. If you haven't heard of V8 Challenge yet then you need to know that it is wholly based on the Australian V8 Supercar series featuring no less than 14 of the official cars and drivers. You won't find Paul Radisich or Team Kiwi but our New Zealand hero Greg Murphy is in the game along with his K-Mart Commodore. Unfortunately, Pukekohe isn't part of the track line up but Bathurst definitely is, along with Adelaide, Perth, Melbourne and more. The Logitech Wingman wheel was handy and simulated the rumble strips, bumps and collisions very well which is testament to both wheel and game. Views are great, about six, ranging from a superb view from inside the cockpit to one from a spectator's viewpoint from outside. While racing you can smack your car around to the point of losing gears and having smoke pouring from your engine bay. I couldn't get the car to catch fire as we could in World Touring Cars last year, but the panels and lights all suffer damage. The handling of the cars is excellent and they do exactly what you would expect them to do, such as over steering when you use too much power and locking up when you brake too hard. An Aussie V8 is no lightweight and if you don't brake at the correct point, you've had it. I spent a lot of time reversing out of safety run-offs until I got over the transition from F1 2001 the previous night. EA V8 Challenge has been delayed a couple of months due to licensing negotiations but I guarantee it was worth the wait.

Platform: PC

Publisher: EA Sports

Developer: EA Sports

Price: \$69.95

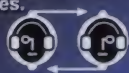
Released: Out now



You can even construct your own fan website to prove your love - Go to [www.v8challenge.com](http://www.v8challenge.com) and grab the fan site kit

### POWERFUL SOFTWARE

Find and talk to your friends quickly and easily, manage groups of players and set up specialized teams and roles.



Voice command functions allow you to speak commands during game play in a wide range of today's best games.



## BRING THE POWER OF VOICE TO YOUR GAME

Communicate with your game and be heard. Microsoft SideWinder introduces the Game Voice game headset and control pad that enables both voice commands and voice chat over the Internet or LAN during game play.

Game Voice's voice technology delivers clear robust sound through nearly all Internet connections, allowing you to find and talk to your friends quickly and easily.

The complete voice solution for game play: allows multi-player chat and voice commands with a high-quality headset and command pad.

Group teammates and friends into 5 separate channels for private orders, planning, and conversation.

Easy access controls let you mute mic, adjust volume, broadcast to up to 64 players and enable voice-activated commands at any time.

Microsoft SIDEWINDER

GAME VOICE



See for yourself - get hooked and connected with Game Voice Share software, available for free download!

[www.microsoft.com/sidewinder/](http://www.microsoft.com/sidewinder/)

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## MAX PAYNE

New York City cops, bullet-dodging Matrix effects. Here comes the Payne

Platform: PS2

Publisher: Take 2 Interactive

Developer: Rockstar Games

Price: \$129.95

Released: Out now



**M**ax Payne had it all. He was a special agent in the DEA, a devoted husband, an adoring parent - he was living the American dream. However it didn't take long for it all to come crashing down.

It's clear that this is no ordinary storyline from the moment that Max arrives home from work one day to find his baby daughter and wife murdered. The narrative is classic film noir as the story progresses through a series of comic-book graphics and surprisingly good voice acting.

Even if you haven't played the PC original you'll be familiar with "bullet time", which allows Max to precisely pinpoint shots and dodge bullets. This feature is indispensable in later missions so try to conserve it until you need it.

The core components that made Max Payne a classic have endured the port intact. The action is still as entertaining as it was the first time around giving the sense that you're taking place in the latest John Woo film. Regrettably, if you've played the PC adaptation, Max Payne on the PS2 is a little jagged in comparison.



Inspired by the special effects in the film *The Matrix*, "Bullet time" lets you slow down the action and literally dodge bullets. Despite a few niggles with graphics, Max Payne offers a storyline, action and gunplay for PS2 owners

## ACTION PACK

A new Crimson Skies, Metal Gear & Starlancer pack

**S**o what, if anything, do these three PC games have in common? They're all published by Microsoft, that's what. And they've been bundled together in a sweet new 3-in-1 deal. If there's one thing PC gamers love, it's a good deal. And this is one of the better packages we've seen in a while. Getting three games for the price of one is always going to raise a suspicious eyebrow but probably not this time.

Crimson Skies is an older game (released over a year ago) but is still a lot of fun with a Sidewinder and a few friends. It's crammed full of swashbuckling adventure and no matter how often you do it, shooting down Nazis just never seems to get old.

Metal Gear Solid for the PC never rose to the heights that the PlayStation version did but, with the sequel about to be released for PS2, this is a timely addition to the Action Pack. Following Solid Snake as he defends the world from nuclear threat at the hands of Foxhound is still a thrill and Konami's masterpiece hasn't lost any of its clout on the PC.

Starlancer rounds off the trio: space combat at its very best. If you ever saw *Colony Wars* on the PlayStation, it's like that only on steroids. Offering loads of missions and multiplayer options, the PC is a better medium to play such a game. So there you have it, three way-better-than-average titles in one pack. Can we get a hallelujah?

Platform: PC

Publisher: Microsoft

Developer: Microsoft

Price: \$99.00

Released: Out now



It's rare to find a 3-pack with such high quality titles - Crimson Skies and Starlancer are high flying favourites and Konami's classic Metal Gear Solid will still be new to many PC gamers





## MONSTERS INC.

Master the art of scaring small children

**M**onsters Inc is an action platform game based on the Walt Disney and Pixar animated motion picture.

A scream shortage has broken out at Monstropolis. It's up to our favourite "monster duo" to come up with some serious scare tactics. But before you can do that, players will have to earn their diploma. Training to scare kids is the name of the game at Scare Island - of course it's not personal, these lovable freaks are just doing their jobs.

Once underway, we choose between Sulley, that's the 8 foot tall, furry fellow and Mike, who resembles a large green potato with spindly legs and one mammoth eye. The humour in the game comes thick and fast, especially from these 2 main characters - when Sulley does his amusing belly flops and Mike performs what can only be described as a "flying bum flop attack."

The early levels, although fun, are strictly for training. The hilariously deadpan voice over will guide you through and make sure to read all the hints or you'll end up getting lost. A monster must practice new scare techniques on "Nerves" in order to complete their training. These "Nerves" are robot children, and come in very handy when training to be a top notch frightener. Some of the elements to this game will be familiar to PlayStation owners. You crush boxes ala Crash Bandicoot, collect items like tin cans, coins and bags ala Spyro - nothing too tricky here. Even the puzzles are simple but fun. Like the film, the games were made with younger gamers in mind. Monsters Inc is available for the PlayStation and the PS2.



## PLAYSTATION

### HARRY POTTER

Hint: Devil's Snare:

First: Hit the tentacle that turns light green (quickly) until all of them (except the middle) are gone.

Second: Run around on the green part of the floor and do not get hit. After the middle tentacle misses you, hit it with a charged Flipendo.

Hint: Defeating the last Troll:

Run as fast as you can until you get to an object that can be used with Wingardium Leviosa. Then, use the Charm, move it to the side, and let it drop. When it gets to the bottom, press Triangle. Keep doing this until all of the objects are on the side and you should see a hole. Jump over the hole and wait until the Troll falls in. Then, go to the door.

### MAT HOFFMAN'S PRO BMX

10x multiplier:

Press Start to pause game play, then hold L1 and press Square, Circle(2), Up, Down(2). Repeat the code to return to normal.

10x divider:

Press Start to pause game play, then hold L1 and press Up, Down, Up, Circle(2), Square. Repeat the code to return to normal.

## PLAYSTATION 2

### THE SIMPSONS: ROAD RAGE

Halloween mode:

Hold L1 + R1 and press Triangle(2), Circle, X at the options menu. A sound will confirm correct code entry. Alternately, set the system date to October 31 to unlock Bart in a Frankenstein costume.

New Year's Day mode:

Hold L1 + R1 and press Triangle(2), Circle, Square at the options menu. A sound will confirm correct code entry. Alternately, set the system date to January 1 to unlock Krusty in a tuxedo.

Thanksgiving mode:

Hold L1 + R1 and press Triangle(2), Circle(2) at the options menu. A sound will confirm correct code entry. Alternately, set the system date to the third Thursday in November to unlock Marge in a pilgrim dress.

Christmas mode:

Hold L1 + R1 and press Triangle(2), Circle, Triangle at the options menu. A sound will confirm correct code entry. Alternately, set the system date to December 25 to unlock Apu in a Santa costume.

### DROPSHIP

Bonus level 1:

Select the "Classified Files" option at the main menu. Enter KREUZLER as an unlock code.

Bonus level 2:

Select the "Classified Files" option at the main menu. Enter SHEARER as an unlock code.

## COLOR GAMEBOY

### MONSTERS, INC.

Level	Password
Himalayas Cave	SNOW
Himalayas Sled	SL3D
Monsters Inc 1	M1K3
Monsters Inc 2	P4PR

## PC

### GHOST RECON

Cheat mode:

Press [Keypad Enter] to display the console window. Then, enter one of the following codes to activate the corresponding cheat function.

Effect	Code
Team invisibility	teamshadow
Chicken grenades	chickenrun
Suicide	god

### AGE OF EMPIRES 2: THE AGE OF KINGS

Cheat mode:

Press [Enter] to display the chat window and type one of following codes to activate the corresponding cheat function. Note: The codes can not be enabled in a multi-player game unless the host selects "Allow Cheats" check box when the game is set-up.

Effect	Code
No shadows	polo
Fast building	aegis
Control animals	natural wonders
Suicide	wimpywimpywimpy
Tall, fast moving, useless villager	i love the monkey head
Priests have 900 points	hoyohoyo
Shelby Cobra car with twin machine guns	how do you turn this on

WALKTHROUGHS/SECRETS UNLOCKED/CHEAT CODES/HINTS & TIPS/REPLAY CODES/PRINTED GAMEGUIDES/TECHNICAL PROBLEMS

## CHEATKING

0900 42 432

Calls cost \$1.99 + GST per minute

Kids please ask your parents first

Having difficulties getting your pc game to run ? Whether you're getting computer errors or just can't install your new game Talk to the expert for technical support regarding all aspects of Computers Games





## WIN WIPEOUT FUSION WITH A PS2 BAG!

Sony's famous anti-gravity racer is now on the PS2. We managed to get hold of 5 copies of Wipeout Fusion, with 5 PS2 Body bags (thanks Lenska!) to give away so just send us your answer on the back of an envelope and go in the draw to win.

"Which Star Wars film featured an amazing anti-gravity racing scene"

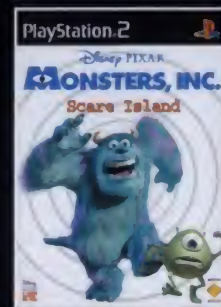
- a) "Return of the Jedi"
- b) "The Empire Strikes Back"
- c) "Episode 1: The Phantom Menace"

## WIN MONSTERS INC (PS2)

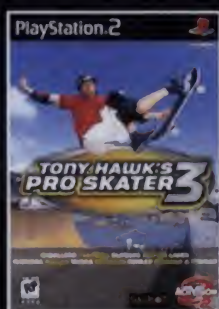
Monsters Inc is finally here for the PS2 and if you're ready to go to Scare Island, just follow the instructions and be in to win. To be in the draw, answer the following question correctly on the back of an envelope

"Who was the monster on TV, famous for his love of cookies?"

- a) "Elmo"
- b) "Godzilla"
- c) "Cookie Monster"



## WIN TONY HAWK 3 (PS2)



We have 2 copies of Tony Hawk 3 for the PS2 to giveaway. Answer the following question on the back of an envelope and you will go in the draw to win.

"Which of the following acts performs a thrashy metal tune on the TH3 soundtrack called Ace of Spades?"

- a) "Mariah Carey"
- b) "Motorhead"
- c) "Atomic Kitten"

## PC HITS - ASHERON'S CALL & ZOO TYCOON



We have scored a copies of the acclaimed online fantasy adventure Asheron's Call and the always popular Zoo Tycoon to giveaway this month Be in the draw to win!

"Name the JRR.Tolkien inspired fantasy adventure that has been getting people back to the movies lately?"

- a) "Shallow Hal"
- b) "13 Ghosts"
- c) "The Lord of the Rings"

## HOW TO ENTER

We know you know this by now, but just in case, write your name phone number and postage details clearly on the back of an envelope. Be sure to list the prize you're after and last but not least, you will need to include the correct answer. All correct entries immediately go into the draw to win.

Send all entries to:

Gamefreaks Competition  
PO Box 68211  
Newton  
Auckland

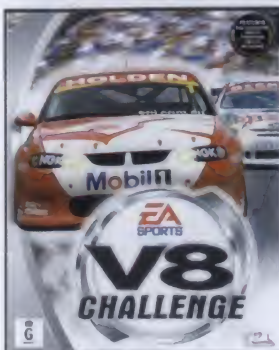
All winners for this month's competitions will be notified before March 5, 2002



**NOW YOU FINALLY HAVE THE POWER TO RACE**



**DON'T BE LEFT BEHIND**



Are you ready to "Conquer The Mountain"? EA SPORTS™ is proud to announce the launch of the most realistic V8 racing car game ever. Featuring the Mount Panorama circuit at Bathurst as well as the Adelaide street circuit, Queensland Raceway, Sandown International Motorway and other international tracks. EA SPORTS™ V8 Challenge also includes top teams such as the Holden Racing Team, Castrol Perkins Racing and the OzEmail Racing Team. You can also race the HSV Maloo and Falcon XR8 in a bonus V8 Ute series.



[www.v8challenge.com](http://www.v8challenge.com)

**INSTORE EARLY FEBRUARY**

**PC  
CD**



PlayStation.2

The sky. It's a great place to  
hunt stuff down and kill it.

**ACECOMBAT**  
DISTANT THUNDER

Photorealistic 3D graphics will give you an intensely immersive sensation of flight. Non-stop adrenaline with the bravado of Top Gun and the reality of Operation Desert Storm. Speed. Skill. Sky. Up here in the third place.

**namco**

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